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21 Sub-space approach to distributed system development on large heterogeneous distributed environments
Zhili Sun
September 1988 **Proceedings of the 3rd workshop on ACM SIGOPS European workshop: Autonomy or interdependence in distributed systems?**
Publisher: ACM Press
Full text available: pdf(291.04 KB) Additional Information: full citation, abstract, references

It becomes very difficult to implement network transparency on large heterogeneous distributed environments. Each computer system can fail independently because of system autonomy, and a large amount of system status should be maintained and information exchanged to keep the distributed system consistent. The system management can be complicated and performance can suffer.In practice, groups of computers are naturally formed by clustering of according to the sub-groups of an organisation, kinds ...

22 Novel interfaces: FaceSpace: endo- and exo-spatial hypermedia in the transparent video facetop
David Stotts, Jason McC. Smith, Karl Gyllstrom
August 2004 **Proceedings of the fifteenth ACM conference on Hypertext and hypermedia HYPERTEXT '04**
Publisher: ACM Press
Full text available: pdf(2.19 MB) Additional Information: full citation, abstract, references, citings, index terms

The Transparent Video Facetop is a novel user interface concept that supports not only single-user interactions with a PC, but also close pair collaborations, such as that found in collaborative Web browsing, in distributed pair programming and in remote medicine. We recently demonstrated the Vis-a-Vid Facetop prototype as a single-user GUI for manipulating the elements of a traditional WIMP desktop [21]. In this paper we introduce FaceSpace, a Facetop-based hypermedia system that combines struc ...

Keywords: augmented reality, hypermedia, hypertext, transparency, video

23 Posters: Beyond the language workbench: a runtime platform for practical semantic computing
Roly Perera, Russ Freeman

October 2005 **Companion to the 20th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '05**

Publisher: ACM Press

Full text available: pdf(136.05 KB) Additional Information: full citation, abstract, references, index terms

domain/object is a new software environment in the tradition of dynamic languages like Smalltalk, Lisp and Self. Like its predecessors, domain/object blurs the usual distinctions between tools, languages, operating systems, applications and databases. domain/object also adds some interesting twists to the familiar dynamic paradigm, including spreadsheet-style "liveness", versioned execution, transactions, full incrementality and transparency.domain/object is intended as a delivery platform for s ...

Keywords: dynamic aspects, incremental computation, relational programming

24 Configuration and flexibility: Reifying communication at the application level

Andrew P. Black, Jie Huang, Jonathan Walpole

October 2001 **Proceedings of the 2001 international workshop on Multimedia middleware**

Publisher: ACM Press

Full text available: pdf(473.47 KB) Additional Information: full citation, abstract, references

We describe an abstraction for reifying communication in information flow systems. Thus, our goal is not to hide communication, but to represent it explicitly as objects that the program can interrogate and manipulate. Moreover, these objects represent communication in application-level terms, not in terms of network or process implementation.

Keywords: InfoPipes, MIDI, communication middleware, information flow, infosphere, reification, transparency

25 Improving cohesiveness and flexibility in systems management architectures using distributed object technologies over the internet

Asham El Rayess, Vidar Vetland, Jerome Rolia, Jay Black

November 1996 **Proceedings of the 1996 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(84.09 KB) Additional Information: full citation, abstract, references, index terms

Management applications are sensitive to changes in application and system configuration. This coupling makes it difficult and expensive to develop management applications and keep them up-to-date with respect to the systems they manage. In this paper we propose the use of platform-independent objects to help decrease this coupling and increase the cohesion in management architectures. With our approach developers of managed applications create platform-independent mediator objects that provide ...

26 Automatic generation of performance models using the distributed management framework (DMF)

Asham El Rayess, Jerome A. Rolia

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(98.90 KB) Additional Information: full citation, abstract, references, index terms

The purpose of the Distributed Management Framework (DMF) is to provide a layer of

abstraction at a level convenient for management application developers. Specifically, it liberates the management application developer from the need to deal with application-dependent format, location, and access methods of management information. It also protects management applications from the need to evolve in response to changes in the managed system. In this paper we describe the DMF, illustrating its usef ...

27 Workshop report of OOGP'97, the first international workshop on object oriented groupware platforms

Uwe von Lukas, Hermen J. van der Lugt, G. Henri ter Hofte
April 1998 **ACM SIGGROUP Bulletin**, Volume 19 Issue 1

Publisher: ACM Press
Full text available: pdf(535.81 KB) Additional Information: full citation, abstract, index terms

The first international workshop on Object Oriented Groupware Platforms (OOGP'97) was held September 7, 1997, as a full day workshop at the ECSCW'97 conference in Lancaster, UK. During this day, 25 participants from Europe, the US and Australia - which were invited to the workshop based on position papers -- gathered to discuss the question: "*What should an Object Oriented Groupware Platform look like and how do we get there from current state of the art?*". The full workshop proceedings [...

28 The out of box experience: lessons learned creating compelling VRML 2.0 content

Sam Chen, Rob Myers, Rick Pasetto
February 1997 **Proceedings of the second symposium on Virtual reality modeling language**

Publisher: ACM Press
Full text available: pdf(1.25 MB) Additional Information: full citation, references, index terms

Keywords: VRML, navigation techniques, three-dimensional user interface, virtual environments, virtual worlds

29 Web-based remote manipulation in advanced manufacturing system

Dan Zhang, Lihui Wang
March 2005 **Proceedings of the IEEE EEE05 international workshop on Business services networks BSN '05**

Publisher: IEEE Press
Full text available: pdf(350.07 KB) Additional Information: full citation, abstract, references

In this paper, a Web-based collaborative framework is proposed. With appropriate open architecture for effective collaboration among a dispersed engineering team, the Web-based digital Shop Floor can serve real-time data from bottom up and can function as a constituent component of e-manufacturing for remote monitoring and control. This paper presents the basis of the framework for building web-based collaborative systems that can be used for distributed manufacturing. A proof-of-concept prototy ...

30 Web-based and Java-based simulation: A review of web based simulation: whither we wander?

Jasna Kuljis, Ray J. Paul
December 2000 **Proceedings of the 32nd conference on Winter simulation**

Publisher: Society for Computer Simulation International
Full text available: pdf(226.42 KB) Additional Information: full citation, abstract, references, citings

This paper considers a variety of new technologies for discrete-event simulation software development. Environments and languages for web based simulation are reviewed. Web

based applications are discussed. After proposing a summary of the review, ways of working that will have an unpredictable effect on the future of simulation modeling are proposed.

31 E-government services and policy track: Enterprise access policy enforcement for applications through hybrid models and XSLT technologies

Ramaswamy Chandramouli

March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**

Publisher: ACM Press

Full text available: pdf(167.98 KB) Additional Information: full citation, abstract, references

E-government systems like web portals provide various services to citizens. Information handled in these e-government systems are subject to multiple laws encompassing privacy, non-disclosure (confidentiality) and integrity policies. Hence the protection means for regulating access to this information should be policy driven. Policy-based access control is one such protection approach and has been incorporated into Enterprise Security Management (ESM) solutions. However, the existing ESM solutio ...

Keywords: XML schema, XSLT, domain type enforcement (DTE), policy rules, provisioning, role-based access control (RBAC)

32 Exploiting reflection in mobile computing middleware

Licia Capra, Gordon S. Blair, Cecilia Mascolo, Wolfgang Emmerich, Paul Grace

October 2002 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 6 Issue 4

Publisher: ACM Press

Full text available: pdf(121.82 KB) Additional Information: full citation, abstract, references, index terms

The increasing popularity of portable devices and recent advances in wireless networking technologies facilitate the engineering of new classes of applications, which present challenging problems to designers. Mobile devices face temporary and unannounced loss of network connectivity when they are moved, they are likely to have scarce resources, and they are required to react to frequent changes in the environment. To accommodate these new requirements imposed by mobility, middleware platforms f ...

33 Development of an OO infrastructure for mainframe database applications

Darryl James Rothering

October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications OOPSLA '94**, Volume 29 Issue 10

Publisher: ACM Press

Full text available: pdf(839.77 KB) Additional Information: full citation, abstract, references, index terms

Large mainframe installations need and want to exploit the advantages of Object Technology (OT), but without totally abandoning their legacy environments. Implementing Object Orientation in such a COBOL/CICS/DB2 environment is a challenge: there is neither language support, nor development tools, nor execution infrastructure, nor testing utilities. Yet Object Orientation can be fully implemented, and a project can still meet rigorous performance requirements and tough delivery time scales. ...

34 Process migration

September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

Publisher: ACM Press

Full text available: pdf(1.24 MB) Additional Information: full citation, abstract, references, citings, index

terms, review

Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

Keywords: distributed operating systems, distributed systems, load distribution, process migration

35 Portable resource control in Java

Walter Binder, Jane G. Hulaas, Alex Villazón

October 2001 **ACM SIGPLAN Notices , Proceedings of the 16th ACM SIGPLAN conference on Object oriented programming, systems, languages, and applications OOPSLA '01**, Volume 36 Issue 11

Publisher: ACM Press

Full text available: pdf(307.08 KB) Additional Information: full citation, abstract, references, citings, index terms

Preventing abusive resource consumption is indispensable for all kinds of systems that execute untrusted mobile coee, such as mobile object sytems, extensible web servers, and web browsers. To implement the required defense mechanisms, some support for resource control must be available: accounting and limiting the usage of physical resources like CPU and memory, and of logical resources like threads. Java is the predominant implementation language for the kind of systems envisaged here, even th ...

Keywords: Java, bytecode rewriting, micro-kernels, mobile object systems, resource control, security

36 Research alerts: the effects of workspace awareness support on the usability of real-time distributed groupware

July 2000 **interactions**, Volume 7 Issue 4

Publisher: ACM Press

Full text available: pdf(502.66 KB) html(19.10 KB) Additional Information: full citation, index terms

37 Π^2 -- a generic proxy platform for wireless access and mobility in CORBA

Rainer Ruggaber, Jochen Seitz, Michael Knapp

July 2000 **Proceedings of the nineteenth annual ACM symposium on Principles of distributed computing**

Publisher: ACM Press

Full text available: pdf(815.01 KB) Additional Information: full citation, abstract, references, citings, index terms

Distributed applications in a wireless environment often suffer from sudden connection losses. Furthermore, scarce bandwidth and high error rates may affect data transmission so that traditional Internet protocols like TCP show unwanted behaviour. However, one of today's most popular middleware architectures, namely the Common Object Request Broker Architecture CORBA, is built on top of TCP. Hence, its extension into the wireless and mobile environment has to be carefully designed. This pap ...

38 Demonstrations: The electronic paper prototype with visual interaction enriched windows

Dzmitry Aliakseyeu, Jean-Bernard Martens

November 2004 **Proceedings of the 2nd European Union symposium on Ambient intelligence EUSAI '04**

Publisher: ACM Press

Full text available: pdf(488.11 KB) Additional Information: full citation, abstract, references, citings

The Visual Interaction Platform (VIP) is an Augmented Reality system that was designed to make better use of well-developed human skills for real world object manipulation. The platform supports several applications in which physical interaction elements are used to control virtual elements. In this demonstration, we specifically discuss two applications that were created on the VIP. The Electronic Paper (EP) prototype offers natural interactions such as sketching and handwriting and two-hand ...

Keywords: architectural design, augmented reality, human-computer interaction, pen-based interaction, tangible interface

39 Synopsis - Books and Software: Java technologies for games

Doug Twilleager, Jeff Kesselman, Athomas Goldberg, Daniel Petersen, Juan Carlos Soto, Chris Melissinos

April 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available: pdf(55.76 KB) Additional Information: full citation, abstract, index terms

Network games are the fastest growing segment of the games market. The technologies required to build these massively networked games is evolving at a rapid pace. There are many components to these technologies. There are server, desktop client, and mobile client technologies which enable these connected games. This article provides on overview of the server, desktop, and mobile technologies that are available to build a networked game with Java technology.

Keywords: J2ME, J2SE, Java, audio, games, graphics, input devices, mobile devices

40 Poster papers: Electronic Trading (ET): new method in financial markets

Suhua Liu

August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**

Publisher: ACM Press

Full text available: pdf(334.47 KB) Additional Information: full citation, abstract, references

With the development of IT technology and the emergence of Internet, Electronic Trading (ET) has been widely used in international financial market. In this paper, first introduce the background of ET application, then depict the actual situation of ET development in HongKong China as an example, and analysis the impact of Electronic Trading on market functioning, at last give a brief conclusion.

Keywords: electronic trading, market functioning, market liquidity

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